AGB-B3JE-USA namco INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while
 watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE AND THE NINTENDO DS™ VIDEO GAME SYSTEMS.

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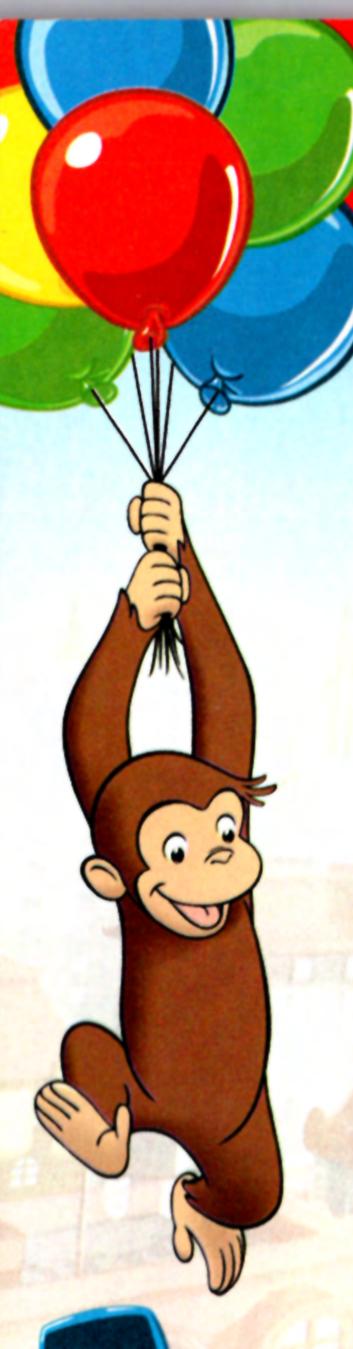


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Conous George



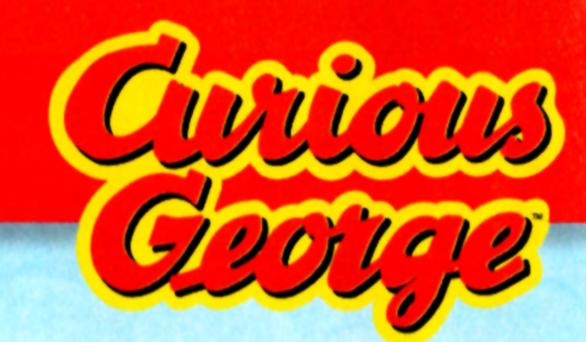
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GETTING STARTED

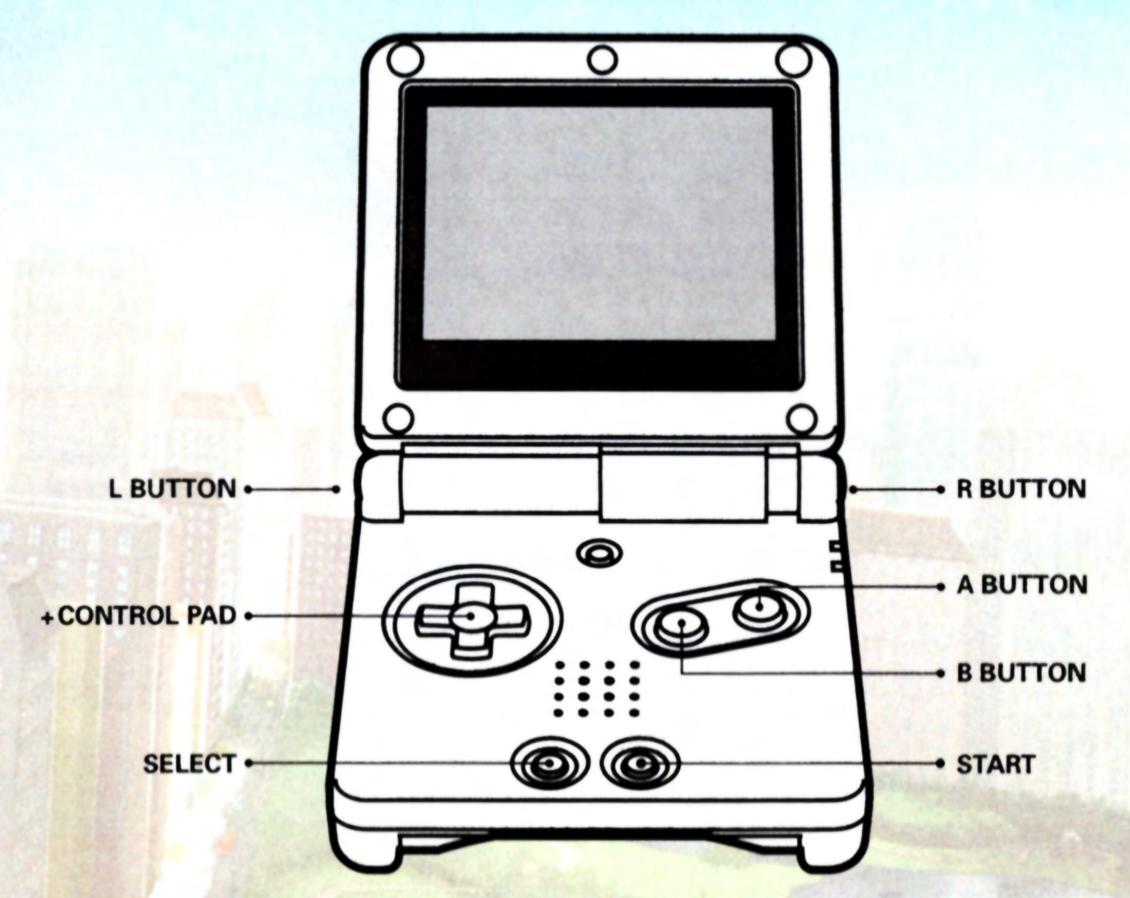
- Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
- Insert the CURIOUS GEORGE™ Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
- 3. Switch the Game Boy® Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.
- 4. Press START to enter the Main Menu.

CONTROLS



GAME BOY® ADVANCE SP

(These functions also work with the Game Boy Advance system.)





STORY

When The Man with the Yellow Hat travels to Africa in search of a lost artifact, he returns with some unexpected cargo - a curious little chimp named George. Make monkey business as you help George and his friends find the one item special enough to save the museum from the bulldozer.





STARTING THE GAME





TITLE SCREEN

The Title screen will appear when you start the game. Press START to continue.



MAIN MENU

Once hitting START at the TITLE SCREEN, you will be taken to the MAIN MENU. From the MAIN MENU you will have the following options:

- NEW GAME: Start a New Game
- PASSWORD: Allows you to enter a Password to continue your game.





You control Curious George throughout his adventures.

GAME CONTROLS

+ CONTROL PAD.....Move George

A ButtonJump

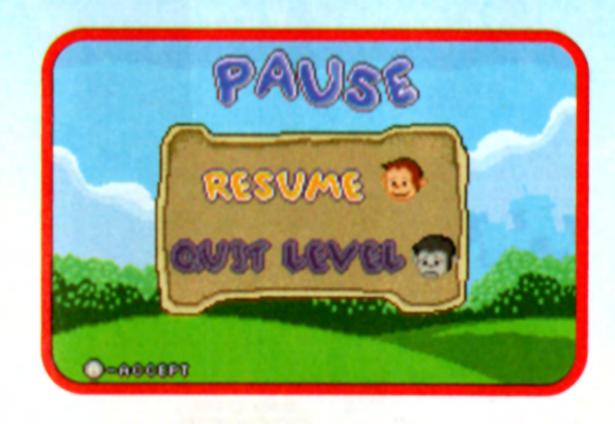
B ButtonHold B Button to run (for longer jumps)

R ButtonActivates Curious Objects

START.....Pause Game and Access Pause Menu

HOW TO PLAY





PAUSE MENU

Pressing START to pause the game will bring up the following:

- RESUME: Return to the game.
- QUIT LEVEL: Exit the game and return to the World Map.



HUD

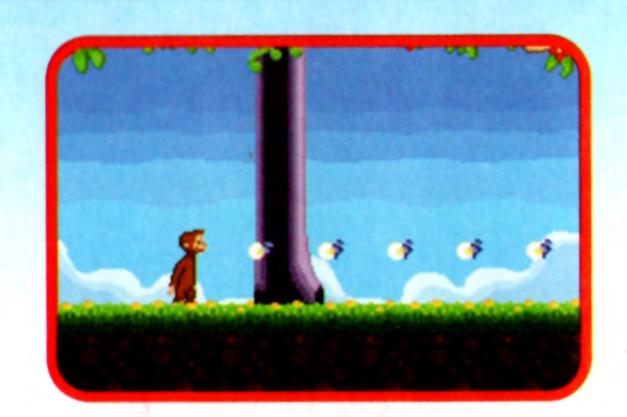
The HUD displays George's health, number of fireflies collected and lives remaining. If the player loses all of their 3 idols (health) then the player is taken back to the beginning of the level or the last checkpoint reached.



HOW TO PLAY

FIREFLIES

Fireflies are scattered throughout each level in the game. An extra life is awarded for every 50 fireflies collected.



CURIOUS OBJECTS

Throughout the game, George will encounter Curious Objects. These objects are marked with a question mark. When you see the question mark, use the R Button to interact with the object to gain Fireflies.



HOW TO PLAY





CHECKPOINTS

Checkpoints are strategically placed in all levels. Activating them will allow the player to continue from the checkpoint location should the player lose all three of George's idols (health).



WORLD MAP

This screen displays all of the levels unlocked in the game.
The player can navigate from level to level using the + Control Pad.



MINI-GAMES

There are a total of 4 unlockable Mini-Games within Curious George Game Boy® Advance.



Bubble Mini-Game

Catch fireflies with George's bubbles.





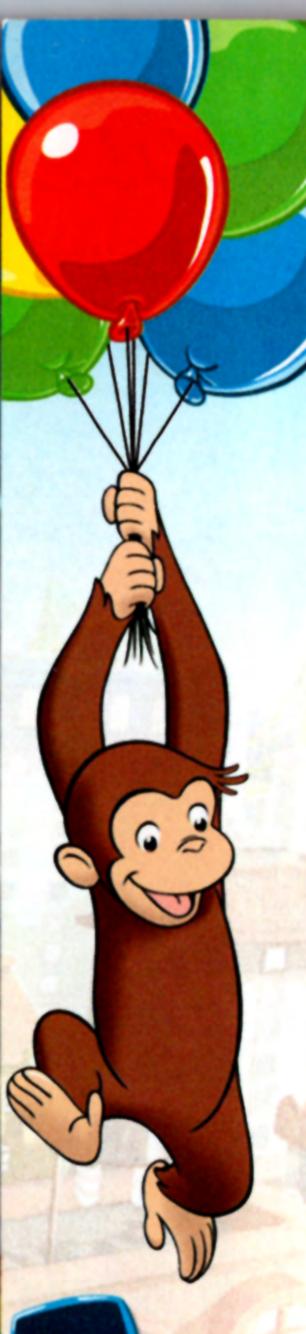


Balloon Mini-Game

Help George float across the city, while avoiding the buildings and birds.









Rocket Mini-Game

Steer George's rocket through space, but watch out for those asteroids.







Waterfall Mini-Game

Get to the top of the waterfall as fast as you can.





TIME TRIAL

Time Trial Mode is only available once a level is completed. Replay and complete the Time Trial to unlock Mini-Games.



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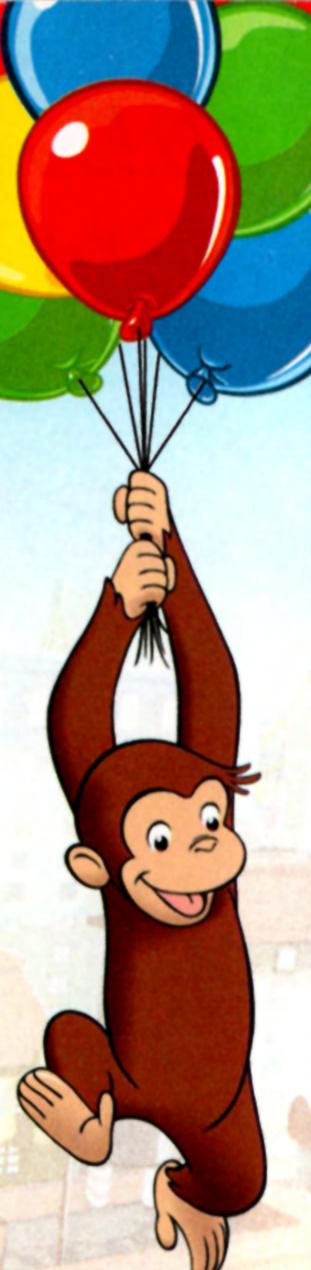
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NOTES







LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser! **Simply go to livehelp.namco.com for more details.** Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

Namco Hometek Inc. ATTN: Customer Service 4555 Great America Parkway Suite 201 Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

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